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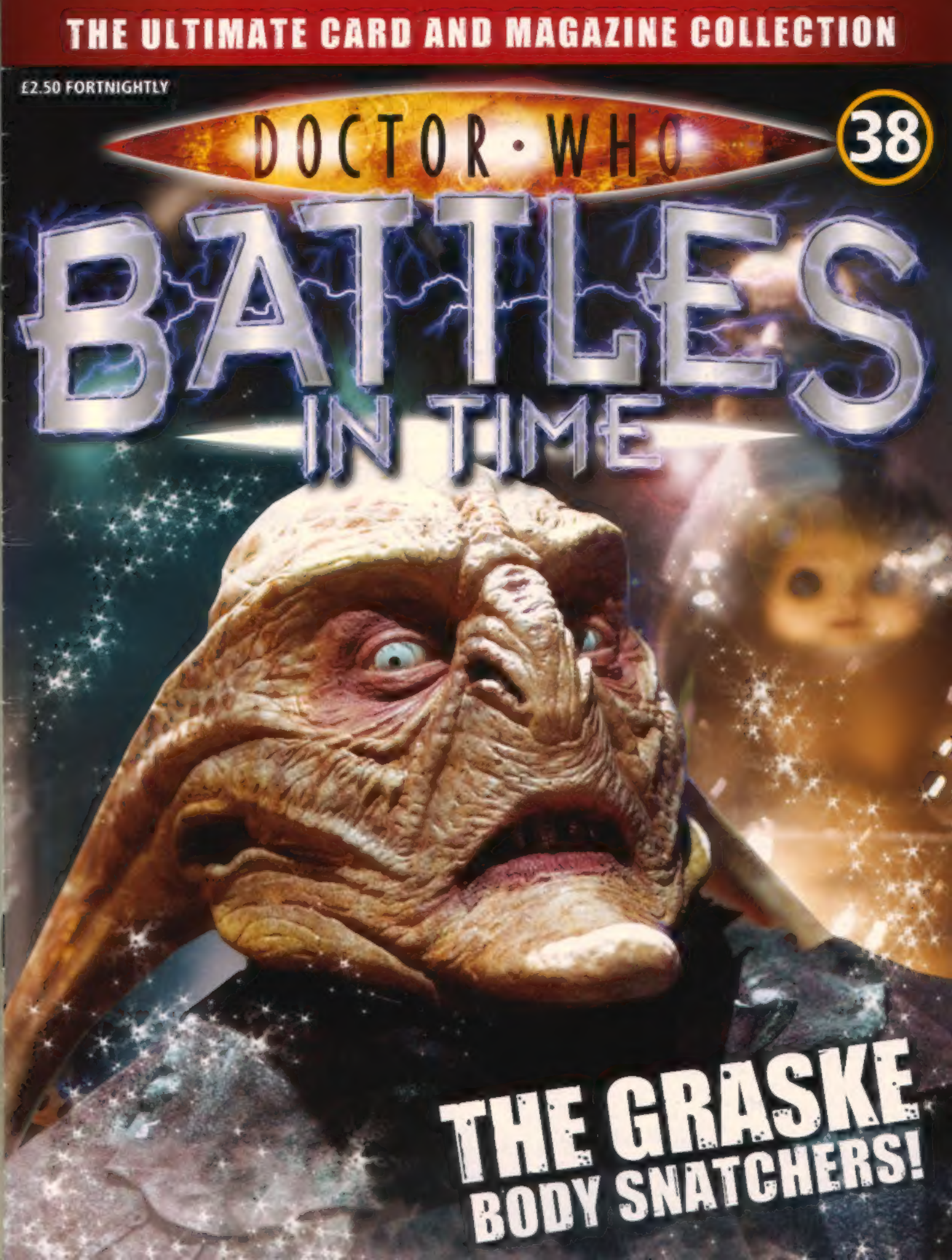

THE GRASKE BODY SNATCHERS!

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GAMEPLAY

BOOM OR

The aim of the game is to get rid of all your cards as quickly as possible!

STEP 1

PLAYER 1 VS PLAYER 2

Take out all duplicates and bonus cards, then deal 10 cards to each player. Place the remaining cards in a pile, face down, in the gaming area.

Player 1 starts the game by placing one of their cards face-up on the table.

BUST

STEP 2

Player 2 can only play a card if it has the same deck as Player 1's card, for example Monster, OR has a higher card number than Player 1.

If Player 2 can't play a card, they keep taking cards from the pile and adding them to their hand until they can.

STEP 3

Player 1 must then do the same. Play continues until one player runs out of cards – and they're the winner!

TOP TIP!

This game can be played with more than 2 players!

WHAT IF?

If the pile runs out of cards before one of the players, then whoever has the most cards in their hand loses!

DECK DOCTOR

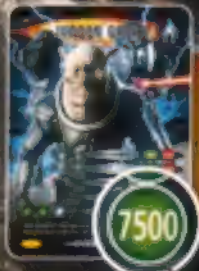
There are lots of ways to collect cards and impress your mates, like building an army of fearsome galactic thugs...

JUDOON PLATOON

This super-rare foil leader card is bumpy to the touch!

Scanning gives this trooper greater Intelligence.

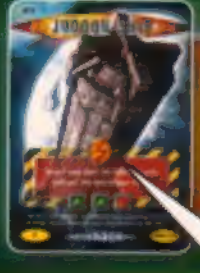
INTELLIGENCE 2300!



The Judoon are scariest when they turn up in squads!

FEAR FACTOR 7500!

JUDOON TECH



Summon back-up with this bonus-card spaceship!

Reveal any Human card using this nifty little bio-probe!

You can reclaim lost cards with this alien paperwork!

BACK-UP BONUS!

JUDOON ATTACK

Will you dodge the Judoon's white-hot blaster rays?

MOVING IMAGE!

Watch out for this terrifying ultra-rare reveal!

PLANET SEARCH!

It's a big universe out there, with billions of stars and alien worlds! Can you match these characters to their home planets?

TWO CHILLING INVADER CARDS ARE PLUNGED

CARD CLASH

MOTHER BLOODTIDE

MONSTER PROFILE

HEIGHT	1.67m
LIFE FORM	CARRIONITE
TECHNOLOGY	LOW
TEAMWORK	HIGH

WHO IS SHE? One of the foul Carrionite hags who tried to invade London in the year 1599. Along with Doomfinger and Lilith, she wanted to turn Earth into a world of bones and blood.

WHAT'S SHE LIKE? Evil and black-hearted! She drove poor Peter Streete mad after the trio forced him to build the Globe Theatre as part of their wicked scheme to destroy the world.

WHAT'S SHE GOOD AT? Using words to weave deadly spells and curses. Like all Carrionites, she can fly and rip people to shreds with her razor-sharp talons!

BLOODTIDE WINS ON

AGILITY:
8200 vs 5000

STAMINA:
7100 vs 4400

SPECIAL ABILITIES:
8100 vs 7600

FEAR FACTOR:
8500 vs 6200

TOTAL 4/5

BLOODTIDE

PROFESSOR LAZARUS

(RESURRECTED)

MONSTER PROFILE

HEIGHT	1.85m
LIFE FORM	MUTANT
TECHNOLOGY	HIGH
TEAMWORK	LOW

WHO IS HE? A power-hungry scientist from 2008, whose Genetic Manipulation Device turned him into a crazed mutant beast! When he turned back into a human he was just as insane.

WHAT IS HE LIKE? Arrogant and foolish, this version of Lazarus was also completely evil. He didn't care who he killed in his quest for more life-energy to feed on – including Martha and her younger sister, Tish!

WHAT IS HE GOOD AT? Transforming into a rampaging monster and scaling the walls of Southwark Cathedral!

PROFESSOR LAZARUS WINS ON INTELLIGENCE: 8100 vs 7700

TOTAL 1/5

WINS!

CHECK OUT THE MANY FACES OF LAZARUS!

FAQ EPISODE 37

THE FAMILY OF BLOOD

The school is under attack and time is running out for John Smith...

Q Which episode is this?
The Doctor has turned himself into a human so he can hide from the Family of Blood. He thought he'd be safe tucked away in 1913, but the evil aliens have found him and are attacking Farringham village with their army of Scarecrows.

Q Why doesn't the Doctor just change back and fight them?
He can't remember who he really is! The Doctor thinks he's a human school teacher called John Smith. Only Martha knows the truth, but she can't convince him because the fob watch containing his Time Lord DNA has gone missing.

Q Where's the watch gone?
Schoolboy Tim Latimer has got it, so the Family of Blood send Daughter of Mine to steal it from him. The rest of the Family are sniffing out Smith – and they mean business!

Q Why does John Smith start crying?
Because he doesn't want to die. He knows that if he turns back into the Doctor, he won't exist anymore. Smith has also fallen in love with Matron Joan Redfern and would lose her if he became a Time Lord.

Q How are the Family defeated?
Smith bravely sacrifices his life and changes back into the Doctor, who then tricks the aliens into letting him into their spaceship – which he blows up!

> "We'll grind them into dust!"

WAR OF THE WORLD

Q Where is Tim fighting at the end of the episode?
That's the First World War, which was fought between 1914 and 1918. Luckily, Tim survived to become an old man!

STRAW WAR!

Can you survive the Scarecrow attack until the Doctor has defeated the Family of Blood?

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

GRASKE QUIZ

Test your knowledge of the miniature menace!

Q1. Where did the Graske come from?

a) Griffoth
b) Grumio
c) Gallifrey

Q2. What did the Graske use to replace people?

a) Plastic dummies
b) Changelings
c) Ducklings

Q3. Where did the Doctor leave Rose while he fought the Graske?

a) At an Abba concert
b) Trapped on a parallel world
c) On the Powell Estate

Q4. Where did the Graske keep its kidnapped victims?

a) In its car
b) Under its bed
c) In stasis pods

Q5. The TARDIS tracked the Graske to London in which year?

a) 2008
b) 1883
c) Five billions and four

Q6. How did the Graske travel?

a) Transmat
b) Hot air balloon
c) Space hopper

GRASKE DECK

How many of these Graske cards have you managed to track down?

GRASKE GROUP

TRAPPED SLITHEEN

GRASKE 2

GRASKE

THE GRASKE

FOLLOW THAT GRASKE!

The Doctor wanted to follow the Graske in the TARDIS, so he used the Time Vortex Control (1), the Vector Tracker (2) and the Vortex Loop (3) to lock onto the alien's signal and track it through time and space.

TIME TRICK

The Graske infiltrated this ordinary family and replaced the Mum with a spitter alien changeling!

TIME TRICK

The TARDIS locked on to the Graske using its vector and trajectory system. It has tracked the search down to the city of London.

TIME TRICK

The Doctor knew that the Graske was hiding somewhere on this snow-covered London street – but where?!

CRYSTAL TIMES

The pesky Graske escaped to snowy London in 1638, where it blasted a little street urchin with its replicator gun!

DIMENSION JUMP

The Graske used a power-boosted transmat to travel from its home planet to anywhere in time and space.

SPLIT SECOND

The street urchin was replaced with an evil alien changeling whose eyes glowed!

BODY SNATCHERS!

The Doctor asked you to help him on a special mission to stop these nasty creatures from invading Earth by replacing everyone on the planet with evil alien doubles...

SLITHEEN RAMPAGE!

This Raxacoricofallapatorian was not very pleased at having been kidnapped, frozen and duplicated by the Graske.

PLANET

This purple world was the Graske's home planet, where they stored all their victims.

FREEZER RAY

The last stage of defeating the Graske's plan was to choose the right control to release the kidnapped aliens from their freezer pods.

DOCTOR'S TIP

The Graske base on Griffoth – where I found all the aliens – is also where you'll find the cure for this nasty virus!

TOP 10 GRASKE FACTS

1. The Graske come from the planet Griffoth.
2. They invade planets by replacing the population with changelings who look identical.
3. The changelings can only survive if the original person is still alive.
4. The changelings are remote-controlled by the Graske, who use them to secretly kidnap other humans.
5. The Graske use a powerful transmat to travel through time and space.
6. The Graske have to keep all the kidnapped beings frozen in stasis pods.
7. They often invaded worlds for themselves, but mostly worked for others.
8. The Graske may have attempted to invade Raxacoricofallapatorius at some point – an angry Slitheen was one of the Graske's kidnapped aliens!
9. Changelings are created automatically when the Graske zaps a victim with its blaster.
10. The Graske base on Griffoth is protected by powerful shields.

SILENCE
IT HAS STRETCHED ON LIKE THE SANDS FOR UNTOLD CENTURIES
UNTIL NOW...
POLICE BOX
DUSTY DEATH
The TARDIS has brought the Doctor to an empty building on a barren alien world
WORP WORP!
HELLO? ANYONE ABOUT? KOFF-KOFF! DECKCHAIR ATTENDANT? OR SOMEONE WITH A DUSTER...?
ALERT! INTRUDER DETECTED!
WHOA! AUTOMATED DEFENCE SYSTEMS?
UGH!
16

FIRST SPEARS, THEN ACID — NOW A LASER MATRIX RIGHT WHERE YOU DON'T WANT ONE..
KARRRR!
KREEEEEEE!
OK! I'M GETTING THE MESSAGE — NO DECKCHAIRS!
WHAT AM I S'POSED TO HAVE DONE, ANYWAY? KOFF-KOFF! WHAT IS THIS PLACE?
COLD AS A TOMB IN HERE.. KOFF! COULD BE A TOMB! MAYBE SOMEONE'S CONFUSED ME WITH LARA CROFT.
THEN AGAIN, COULD JUST BE

A COMPUTER-CONTROLLED PRISON CELL ON AN ABANDONED PLANET. THE AUTO-DEFENCES STOP THE PRISONER ESCAPING OR ANYONE ELSE COMING TO THE RESCUE
BUT BY THE LOOK OF THIS DUST, NO ONE'S BEEN HELD HERE FOR AGES.
SHAME NO ONE'S TOLD THE WARDERS
KARRR!
BUT LUCKILY NO ONE'S TOLD THE CLEANERS!
KREEE-UGH! KOFF! KOFF!!
CAN'T HOLD THEM OFF FOR LONG. KOFF! GOT TO SORT THIS FAST!

A-HAA! THAT ACID'S EXPOSED A PRETTY CHUNKY POWER CABLE.
NOW, LET'S SEE IF YOU FEED ENERGY THROUGH TO THE MAIN COMPUTERS...
OH, YES!
POWER SURGE++
CELL SECURITY
OVERLOADING++
AUTO-REPAIRS KICKING IN ALREADY. SEEMS A SHAME, ALL THAT EFFORT JUST TO GUARD AN EMPTY CELL.
WONDER WHO THE PRISONER WAS, AND HOW HE GOT AWAY?
S'POSE I'LL NEVER KNOW...
++WARNING++
PRISONER ESCAPING WITH UNKNOWN ACCOMPLICE++
PURSUE AND DESTROY+
TO BE CONTINUED...
19

BEHIND THE SCENES

SYCORAX ROCK!

Find out how one of the show's scariest alien races made it onto your screen!

Earth has faced some terrifying invaders, but none have been quite as horrible as the cosmic scavengers in 'The Christmas Invasion'. When the Sycorax Leader first appears, the script described him as having "a face like a horned skull" with a mouth full of "jagged, broken bone teeth". We all thought this was what the Sycorax really looked like until the Leader took off his mask to reveal an even more gruesome face underneath! Both the skull-masks and the special make-up were created by Millennium FX, who gave the alien race their bloodshot red complexion. The costume department designed the Sycorax red robes, and the props department built their array of brutal-looking weapons for the warriors to wield. As with all the alien races in the show, the different teams had to make sure that their designs blended together to make the Sycorax as intimidating and blood-curdling as possible!

WRITING IN ALIEN!

Writer Russell T Davies came up with an alien language for the Sycorax to speak. Here are what some of the Sycoraxic words actually mean...

Sycorax fool	= Sycorax rock!
Eatmat	= People or cattle
Helper	= Mighty!
Salvesum	= Surrender
Pandack	= Women

ON LOCATION!

The inside of the Sycorax ship had to look like a huge, hollowed-out asteroid, so the production team used some spooky caves in the Forest of Dean instead of a studio set.

DID YOU KNOW?

The Sycorax ship was designed to look like a jet-powered asteroid!

BEHIND THE MASK!

Actor Sean Gilder had prosthetic make-up stuck to his face to become the Sycorax Leader. The make-up artists used a special type of glue that wouldn't damage Sean's skin when it was time to take it off!

THE CYBER CONTROLLER'S

BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

CRYO-CRITTERS!

The Graske have kidnapped these aliens and locked them in freezer pods. Can you tell what type of aliens they are?

PRISON BREAK!

Can you crack the number code and free the aliens from the Graske's freezer pods?

MONSTER MISTAKE!

Which one of these monster facts is false?

1. The Graske are from the planet Griffoth.
2. The Slitheen are made from living calcium.
3. The Cybermen have human brains.
4. The Judoon invaded Earth on Christmas day.
5. The Daleks fought in the Time War.

CHANGELING CARD!

The Graske has created doubles of the TARDIS crew! Can you spot six differences?

COMING IN ISSUE 39....

PLUS NEW ULTIMATE MONSTERS CARDS FREE!

YOUR NEXT PACK OF TRADING CARDS

PUZZLE ANSWERS

PLANET SEARCH!

A. Gallifrey
B. Malcassairo
C. Raxacoricofallapatorius
D. Utopia
E. Krop Tor
F. Earth
G. Clom
H. New Earth
I. Rex Vox Jax
J. Hermethica
K. Terafil Alpha
L. Skaro

CRYO-CRITTERS!

A. Slitheen
B. Carrionite
C. Malmooth (Chantho)
D. Cyberman

PRISON BREAK!

The code number is 8

MONSTER MISTAKE

Number 4 is false.

CHANGELING CARD

GRASKE QUIZ!

1. a) Griffoth
2. b) Changelings
3. a) At an Abba concert
4. c) In stasis pods
5. b) 1883
6. a) Transmat

TINY TERRORS!

Which one of these extra special kids are you most like?

1 What sort of homework do you prefer?

- a) Latin and History
- b) Trans-dimensional physics
- c) Blowing up villages!
- d) Making lists of refugees

2 What's your idea of fun?

- a) Blasting people with my laser!
- b) Learning about historical battles
- c) Playing with Röntgen radiation blocks
- d) Thinking about skies made of diamonds

3 Where do you like to go on holiday?

- a) Silo 16, Section B
- b) The seaside at Brighton
- c) The Mountains of Solace and Solitude
- d) Safari

4 Who's your favourite teacher?

- a) Mr Smith
- b) Cardinal Borusa
- c) Professor Yana
- d) Mother of Mine

5 What frightens you the most?

- a) The drumming in my head!
- b) Being trapped in a mirror!
- c) People possessed by aliens!
- d) The collapse of the universe!

6 What do you want to be when you grow up?

- a) An officer in the British Army
- b) Someone who makes lists
- c) A powerful huntress
- d) The Master of All Matter!

HOW DID YOU SCORE?

SCORE SHEET

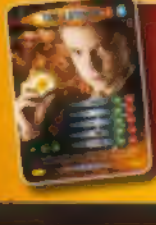
1. a) 3 b) 4 c) 2 d) 1
2. a) 2 b) 3 c) 4 d) 1
3. a) 1 b) 3 c) 4 d) 2
4. a) 3 b) 4 c) 1 d) 2
5. a) 4 b) 2 c) 3 d) 1
6. a) 3 b) 1 c) 2 d) 4

6-9 Creet

You work too hard – it's time to put down the clipboard and have some fun!

10-15 Daughter of Mine

You may be the baby of the Family, but you're still as evil as they come.



16-20 Tim Latimer

You've got an old head on young shoulders, but you're brave and clever, too.

21-24 Time Lord Novice

You're going to be a right pain in the neck when you're older!